

1989-1990 CATALOG

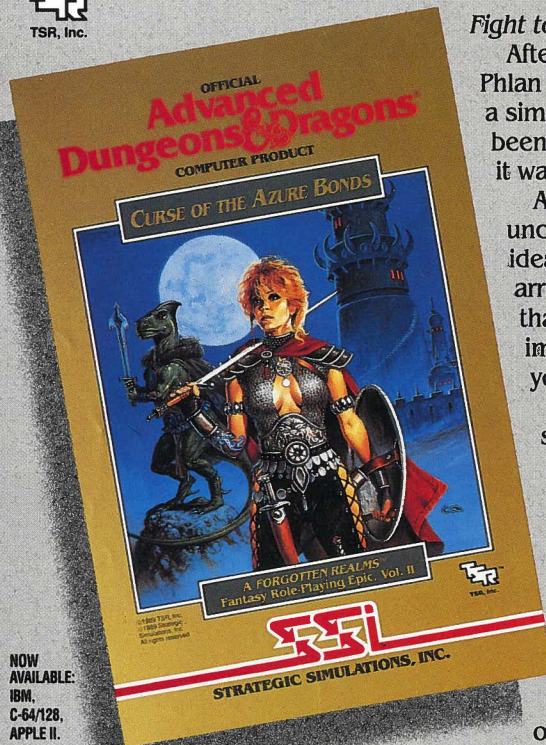
EXPLORE FANTASTIC NEW WORLDS OF COMPUTER GAMING

Presenting the entire line of SSI computer games including
ADVANCED DUNGEONS & DRAGONS® computer products.



STRATEGIC SIMULATIONS, INC.®

NEW GAMES



NOW AVAILABLE:
IBM,
C-64/128,
APPLE II.

By SSI Special Projects Team.

Fight to control your own destiny!

After you saved the entire city of Phlan and located the Pool of Radiance, a simple trip to Tilverton should have been as easy as a noon-day stroll. But it wasn't...

Ambushed, captured, and knocked unconscious, you awake with no idea who attacked you or how you arrived in Tilverton. You only know that five azure-blue symbols are imprinted just under the skin of your right arm.

The mystical power of the azure symbols ensnares your will like metal bonds! And when the bonds glow, you must do as they command. No magic dispels the bonds and no cleric's prayers remove them.

Your only hope: search the Forgotten Realms for members of the alliance who created the bonds and regain control of your own destiny. Only then can you be free of the Curse of the Azure Bonds.

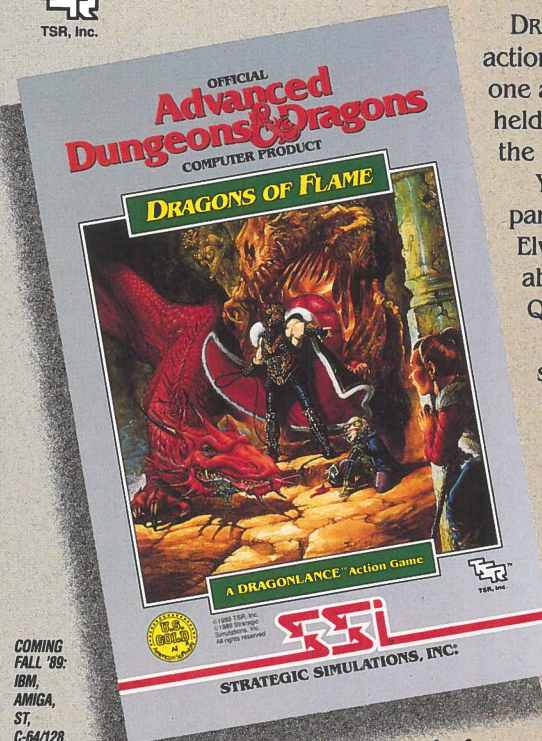


Free your characters from the power of the New Alliance and their evil curse.



Tactical combat gives you full control over your arsenal of weapons and magic.

NEW GAMES



COMING FALL '89:
IBM,
AMIGA,
ST,
C-64/128.

By U.S. Gold.

DRAGONS OF FLAME explodes with action! Control up to ten Companions, one at a time. Your quest: rescue slaves held by the ravaging Dragonarmies in the foul fortress of Pax Tharkas.

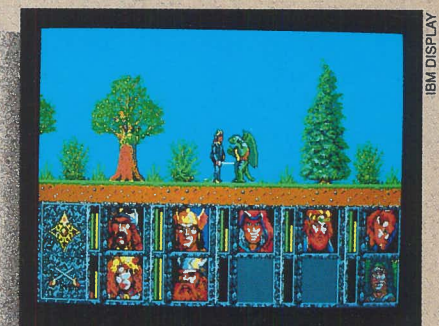
Your journey begins as the Companions explore the wilderness of the Elven Mosaic where they gain valuable allies — the mysterious elves of Qualinesti.

Each Companion has different specialized skills. Use them wisely along the way to evade evil Draconian patrols. Keep one step ahead of the malevolent Dragonarmies while battling dragons, griffons, wraiths, zombies and scores of other monsters!

The terrors of the journey, however, pale in comparison to the sheer horror of your destination. The impenetrable fortress of Pax Tharkas looms before you, crackling with vile energy. Remember, all the sizzling action happens in real time and in colorful animation. Your wits and reflexes better be sharp. In this game, you're either quick...or you're dead.



Tanis confronts a troll before the throne in the Hall of the Ancients.



While traveling through the wilderness, Sturm encounters an evil Draconian.

NEW GAMES



In 1941 Hitler looked to the East. He saw the vast resources of the Soviet Union, the broad Russian breadbasket in the Ukraine, oil in the Caucasus mountains. The great prize that was Russia would be his for the taking. German intelligence revealed that Stalin was reorganizing the Soviet military. Soon, the uneasy peace on the Eastern Front would be shattered. If Russia was to be taken, now was the time to act.



IBM DISPLAY

On June 22, 1941, Hitler acted: Operation Barbarossa was launched and for six long months German troops plowed through the Soviet Union — only to be stopped by Russian stalwarts at the very gates of Moscow!

SECOND FRONT™ is a division-level strategic game on a grand scale. The map extends from Berlin in the West to Stalingrad in the East, and covers the entire Russian Front. Each player starts with over 150 Divisions, with asset information available to the individual tank, plane and infantry squad level.

COMING
WINTER '89/'90:
IBM.

By Gary Grigsby.



SWORD OF ARAGON™ is a fantasy game that gives you more than flashing swords and arcane sorcery. It is also a strategy game that requires plotting and planning if you are to win.

Raise and equip an army of bowmen, cavalry, infantry, mages and priests. Hire mercenaries if you must. Just remember that, even in a magical world, you still have to deal with the harsh realities of limited budgets and resources.



IBM DISPLAY

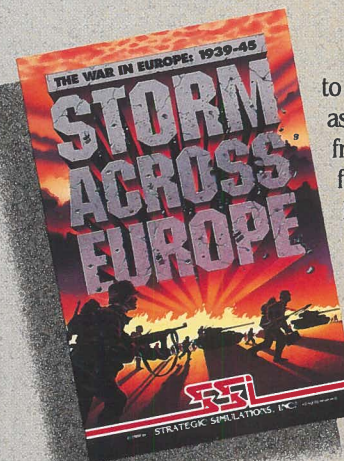
Lead your army against the demonic rulers of the Eastern Realms — while defending Aladda against the plundering raids of Goblin hordes. Move across the strategic map and zoom into the tactical map when it comes to battle against human and inhuman monsters. Your warriors, knights and rangers fight with swords, bows and lances while the priests and mages wield magic spells. You, however, must make the right decisions if your forces are to be victorious.

The task that lies ahead is daunting. But the rewards are great. Imagine how glorious it will be to sit on the Emperor's Throne and call all of Aragon yours!

AVAILABLE NOW:
IBM.

By Russell Shilling
& Kurt Myers.

NEW GAMES



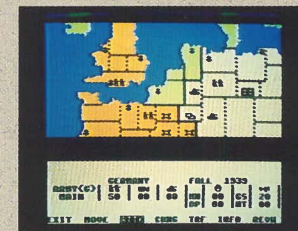
STORM ACROSS EUROPE™ is a fast, exciting game that allows you to simulate World War II on a grand strategic scale — in as little as one evening! Every part of that raging conflict is covered — from North Africa to Sweden, from Gibraltar to the Ural Mountains in Russia. Each game turn represents three months of action.

You control every facet of the war. Move armies across the map to conquer territory. Mount amphibious landings. Launch huge U-boat campaigns in the

Atlantic. Carry out strategic bombing strikes against enemy production centers. Send raiding fleets to cripple your opponent's shipping. And drop paratroop forces on enemy positions.

While the battle rages, you must constantly juggle limited resources between production and advanced research.

Multiple scenarios and the ability to change starting levels for each country allow for endless variations. Up to three players can play this game, with the computer able to control the Allies and/or the Russians.

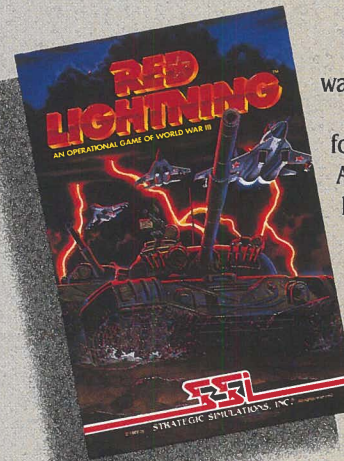


C-64 DISPLAY

AVAILABLE NOW:
C-64/128.

COMING
WINTER '89/'90:
IBM.

By Dan Cermak.



RED LIGHTNING™ is SSI's explosive depiction of the potential war in central Europe between NATO and the Warsaw Pact.

As the Soviet player, your mission is to sweep aside NATO forces and capture the Ruhr.

As the NATO commander, you have the more challenging task of repelling the invasion — while attempting to maintain the alliance in the face of mounting casualties.

Painstaking military research by our game designers makes this simulation as advanced as the weapon systems used in modern land and air combat — such as the Soviet T-80 tank and the U.S. F-117 Stealth Bomber.

Any Soviet aggression will surely extend to Norway, Iceland and the North Atlantic. The battles in these regions greatly affect the outcome of the war in West Germany and are fully accounted for in this game.

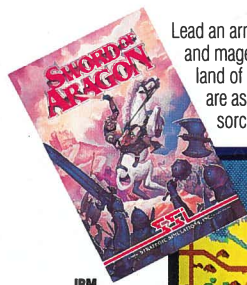
Three scenarios, five difficulty levels and multiple options challenge the avid wargamer to explore the myriad possible outcomes should World War III erupt!



ATARI ST DISPLAY

AVAILABLE NOW:
IBM,
ST,
AMIGA.

By Norman
C. Koger, Jr.

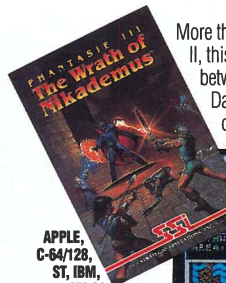


Lead an army of heroic warriors, knights, and mages to conquer the mystical land of Aragon. Plotting and planning are as important as sword and sorcery in this fantasy wargame!

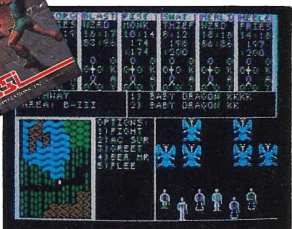


IBM DISPLAY

IBM.
By Russell Shilling & Kurt Myers.



More than a sequel to PHANTASIE I and II, this is the final confrontation between your band of six and the Dark Lord Nikademos and his army of vile beasts and creatures.



APPLE II DISPLAY

APPLE, C-64/128, ST, IBM, AMIGA.
By Doug Wood.

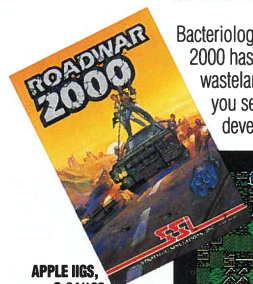


Mesron, the Great Wizard, sends you on a journey into the past to prevent the six Mad Sorcerers from creating the Evil Book of Magic. IBM version includes a 3 1/2" disk.



C-64/128 DISPLAY

APPLE, APPLE IIGS, IBM, C-64/128, ST, AMIGA.
By John & Charles Dougherty & Westwood Assoc.



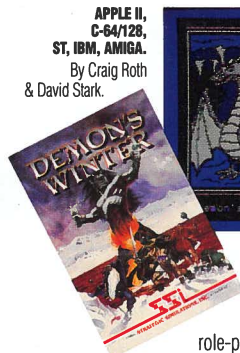
Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland. As a road gang leader, you seek 8 scientists who can develop a cure!



APPLE II DISPLAY

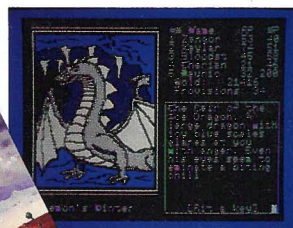
APPLE IIGS, C-64/128.
By Jeff Johnson.

FANTASY, SCI-FI & Advanced Dungeons & Dragons COMPUTER PRODUCTS



APPLE II, C-64/128, ST, IBM, AMIGA.

By Craig Roth & David Stark.



APPLE II DISPLAY

Search the lands and seas for spells to trap the demon-god Malifon and undo his mystical, wintry curse in this fantasy role-playing adventure.



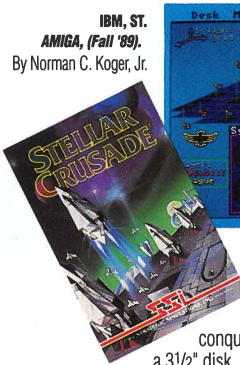
IBM, AMIGA, (Fall '89).

By Doug Wood.



IBM DISPLAY

Your 8 Star Troopers must destroy a band of intergalactic pirates and battle an invading insectoid race. IBM version includes a 3 1/2" disk.



IBM, ST, AMIGA, (Fall '89).

By Norman C. Koger, Jr.



ATARI ST DISPLAY

Control of a vital star cluster is at stake in this futuristic strategy game of exploration, economic power and military conquest. IBM version includes a 3 1/2" disk.

DRAGONSTRIKE

The FIRST-EVER dragon combat simulator!



NEW GAMES FROM SSI!

SPRING/SUMMER 1990 CATALOG SUPPLEMENT

TSR, Inc.

IBM (\$49.95)

COMING FALL '90 C-64/128 (\$39.95)

AMIGA (\$49.95)

By Westwood Associates



IBM VGA DISPLAY

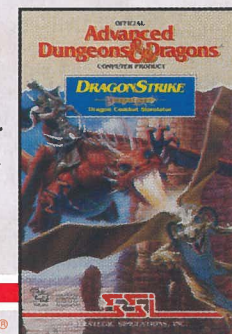
The air screams with the fury of enemy dragons and creatures — even flying citadels!

This is DRAGONSTRIKE where the deadly skies above the AD&D® DRAGONLANCE® game world of Krynn explode before your very eyes. For the first time ever, experience the excitement of flying your very own dragon into fiery combat!

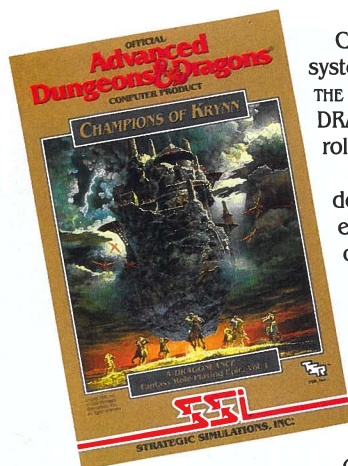
- The first AD&D® computer game to use AD&D® 2nd Edition game rules.
- Incredible animated graphics viewed from a realistic first-person perspective!
- Dragons attack with talons, fangs and deadly breath weapons. Riders engage the enemy with dragonlances and magical items earned during successful missions.
- Progress through three different orders of Solamnic Knighthood, gaining bigger, more powerful dragon mounts.
- Master over 20 different missions.



STRATEGIC SIMULATIONS, INC.®



NEW GAMES



CHAMPIONS OF KRYNN improves on the award-winning game system used in SSI's mega-hits POOL OF RADIANCE and CURSE OF THE AZURE BONDS. Now, for the first time on your computer, the DRAGONLANCE® Saga unfolds in a spectacular AD&D® fantasy role-playing adventure!

With the Dragonarmies defeated and the lands to the east reconquered, the forces of good have withdrawn and settled down to a well-earned rest.

Evil forces, however, never rest and have been quietly plotting a cataclysmic return to power!

Their goal: nothing short of establishing the Dark Queen, Takhisis, as the undisputed ruler of Krynn!

Guide your party of characters through a dark web of intrigue and combat, where dragons, draconians and other unspeakable monstrosities dwell.

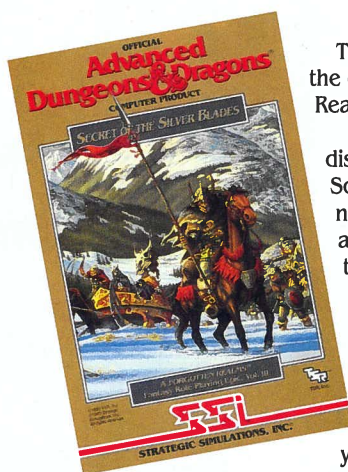
Go with a brave heart – for you and your heroic adventurers are all that stand in the way of evil tyranny! IBM, APPLE II, AMIGA: \$49.95; C-64/128: \$39.95

IBM, C-64, APPLE II,
AMIGA

By SSI Special
Projects Team.



IBM EGA DISPLAY



The frigid valleys of the Dragonspine Mountains echo with the desperate plea of terrified miners: "Heroes of the Forgotten Realms, save us from this evil!"

Unwittingly digging in unhallowed ground, they have disturbed an ancient vault and released its terrible content. Scores of horrific creatures now infest the mine shaft – and threaten to escape into the world above!

SECRET OF THE SILVER BLADES improves on the award-winning game system used in POOL OF RADIANCE and CURSE OF THE AZURE BONDS. Continue your exciting saga in the

FORGOTTEN REALMS® game world by transferring characters from CURSE OF THE AZURE BONDS, or create all-new characters. Either way, explore the largest 3-D adventuring expanse ever in an AD&D® computer game! Battle monsters you've never before encountered. Use higher character levels, and invoke new, wondrous spells.

All this plus spectacular graphics add up to unequalled excitement in AD&D® computer fantasy role-playing! IBM: \$49.95; C-64: \$39.95

IBM, C-64

By SSI Special
Projects Team.



IBM EGA DISPLAY

NEW GAMES



AVAILABLE
SUMMER '90: IBM
AVAILABLE FALL '90:
AMIGA

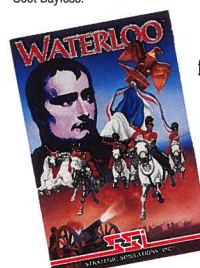
By Graeme &
Scot Bayless.

With RENEGADE LEGION: INTERCEPTOR®, SSI applies the power of the computer to recreate FASA's premium science-fiction board game. Engage in exciting ship-to-ship space combat while you wage a campaign of galactic struggle between the Terran Overlord Government and the Renegade Legion.

Command starfighters from 60 existing designs or create your own ships. Arm them with high-tech weapons, such as mass-driver cannons, lasers, neutron particle guns and missiles. Mission types include: fleet intercepts, space station strikes, intelligence gathering and wild melees. IBM, AMIGA: \$49.95



IBM EGA DISPLAY



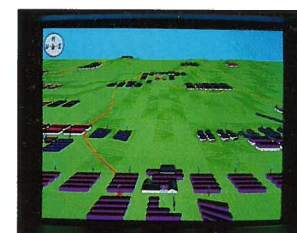
IBM, AMIGA,
ATARI ST

By Dr. Peter Turcan

Fight the most famous battle in history from a whole new perspective!

WATERLOO™ uses simple English language commands to give you realistic control over regiments of infantry, cavalry and artillery. The historical chains of command, battle reports and commander's 3-D perspective keep you in the thick of the action.

Can you repeat Wellington's triumph and defeat the most famous general of them all? Can you command the victory that eluded Napoleon's grasp? The fate of nations is in your hands! IBM, AMIGA, ATARI ST: \$59.95



IBM EGA DISPLAY

NEW CLUE BOOKS

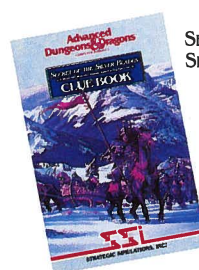
Getting stuck when playing DRAGONS OF FLAME, CHAMPIONS OF KRYNN or SECRET OF THE SILVER BLADES? Look for help from these invaluable clue books.

Much more than a collection of vague hints and sketchy references, they are complete player's guides, filled with highly detailed maps, game-

winning strategies, valuable clues, even step-by-step instructions to help you get the most enjoyment out of SSI's AD&D® computer games.



DRAGONS
OF FLAME
CLUE
BOOK
\$7.95
(ATARI ST
AMIGA
IBM)



SECRET OF THE
SILVER BLADES
CLUE
BOOK
\$12.95
(C-64/128
IBM)



CHAMPIONS
OF KRYNN
CLUE
BOOK
\$12.95
(C-64/128
APPLE II
AMIGA
IBM)



STRATEGIC SIMULATIONS, INC.

NEW VERSIONS

SECOND FRONT.™ The most detailed computer Russian Front simulation ever! Relive the invasion of Russia with Hitler's "Operation Barbarossa" in this grand scale, division-level strategic game.

AMIGA: \$59.95 — Available Summer 1990

STORM ACROSS EUROPE.™ A fast, exciting game that allows you to simulate World War II on a grand strategic scale — in as little as one evening!

IBM: \$59.95, AMIGA: \$59.95 — Available Spring 1990

SWORD OF ARAGON.™ Lead an army of heroic warriors, knights, and mages to conquer the mystical land of Aragon. Plotting and planning are as important as sword and sorcery in this fantasy wargame!

AMIGA: \$49.95 — Available Now

WAR OF THE LANCE. It's the first DRAGONLANCE™ strategic fantasy wargame! When war erupts over the lands of Ansalon, you don't just move characters... you move entire armies!

IBM: \$49.95 — Available Summer 1990

STAR COMMAND.™ Your eight Star Troopers must destroy a band of intergalactic pirates and battle an invading insectoid race.

ATARI ST: \$49.95 — Available Now

OVERRUN.™ This tactical game of modern land warfare includes nearly every weapon in the modern arsenal — and some that are still in development!

AMIGA: \$59.95 — Available Summer 1990

DUNGEON MASTERS ASSISTANT, VOL. 1: ENCOUNTERS. This utility program is designed to help Dungeon Masters generate encounters for AD&D® game campaigns.

AMIGA: \$29.95 — Available Now

DUNGEON MASTERS ASSISTANT, VOL. 2: CHARACTERS & TREASURES. Generate characters and treasures quickly and easily for AD&D® game campaigns with this utility program.

AMIGA: \$29.95 — Available Now

VERSION UPDATES

The following version updates, mentioned in the Fall '89 Catalog, have not yet been released. They will be released by the end of 1990:

POOL OF RADIANCE. AMIGA, ATARI ST
DRAGONS OF FLAME. C-64

Note: The Pool of Radiance IIGS version mentioned in the Fall '89 catalog will not be released.

TO ORDER:

Visit your retailer or call **1-800-245-4525** from U.S.A. or Canada for VISA/MASTERCARD orders.

To purchase by mail, send check or money order to:

Electronic Arts
P.O. Box 7530
San Mateo, CA 94403

(California residents add applicable sales tax)

Shipping & handling: 1 item: \$3.50
(add \$1.00 for each additional item);
2-day service - add \$6.00 to final total.

Specify computer format. Availability dates of new products are subject to change. Please allow 1-3 weeks for delivery.

The SSI main business number is: **(408) 737-6800.**

If you encounter disk or system related problems, please call: **SSI Technical Support (408) 737-6850** between 11 a.m. and 5 p.m., Pacific Time, Monday through Friday. NO GAME PLAYING HINTS WILL BE GIVEN THROUGH THIS NUMBER.

For recorded hints, please call:
SSI Hint Line (408) 737-6810 or write to us at:

Hints: Strategic Simulations, Inc.
675 Almanor Ave. Suite 201
Sunnyvale, CA 94086

(Include a stamped self-addressed envelope for a quick reply.)

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COMMODORE 64 and AMIGA are registered trademarks of Commodore Business Machines, Inc.

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All screen displays shown are from the computer version indicated. Screen displays from other computer versions may vary.

APPLE II, C-64/128, IBM,
MAC, ST, AMIGA,
APPLE IIGS, (Fall '89).
By SSI Special
Projects Team.



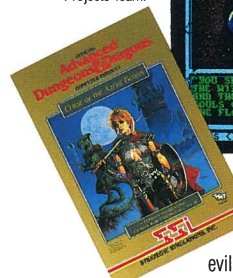
Best Fantasy or Science Fiction Computer Game, 1989 Origins. 1989 GEN CON® Gamers' Choice Award-Best Fantasy Computer Game.
APPLE disk is 128K.

IBM, C-64/128,
ST, AMIGA, (Fall '89).
By Westwood Assoc.



HILLSFAR — think and move in real time as you explore this exhilarating city, meet its colorful inhabitants on the streets or in pubs, and find a quest!

IBM, C-64/128,
APPLE II.
By SSI Special
Projects Team.

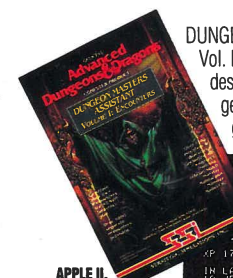


CURSE OF THE AZURE BONDS — Fight to free your characters from the power of the New Alliance and their evil curse! **APPLE disk is 128K.**

C-64/128, IBM,
ST, AMIGA,
By U.S. Gold



HEROES OF THE LANCE — The DRAGONLANCE® game world of Krynn comes alive in this exciting action game. Retrieve the Disks of Mishakal from the ruins of Xak Tsaroth.



DUNGEON MASTERS ASSISTANT, Vol. 1: Encounters — a utility program designed to help Dungeon Masters generate encounters for AD&D® game campaigns.

APPLE II,
C-64/128, IBM.

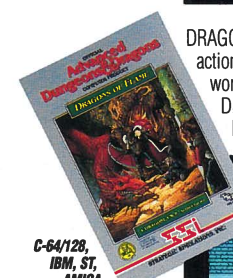
By Paul Murray,
Victor Penman
& James Ward.



APPLE II,
C-64/128,
IBM, (Winter
'89/'90).

By Al Escudero,
James Ward
& David Wong.

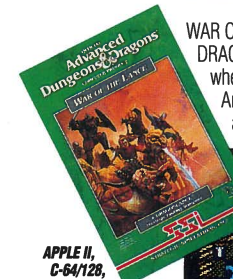
DUNGEON MASTERS ASSISTANT Vol. II: Characters & Treasures — generate characters and treasures quickly and easily for AD&D® game campaigns with this utility program.



C-64/128,
IBM, ST,
AMIGA,
(Fall '89).

By U.S. Gold.

DRAGONS OF FLAME — Red-hot action in the DRAGONLANCE® game world. Rescue slaves held by the Dragonarmies in the vile fortress Pax Tharkas.



APPLE II,
C-64/128,
(Fall '89).

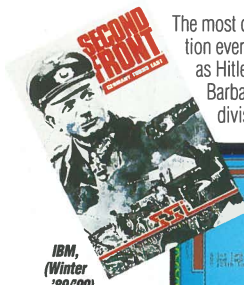
By David Landrey.

WAR OF THE LANCE — in SSI's first DRAGONLANCE® computer wargame, when war erupts over the lands of Ansalon, you don't just move characters... you move entire armies!



STRATEGIC SIMULATIONS, INC.

WARGAMES



IBM,
(Winter '89/'90).
By Gary Grigsby.

The most detailed Russian Front simulation ever! Relive the invasion of Russia as Hitler unleashes "Operation Barbarossa" in this grand scale, division-level, strategic game.



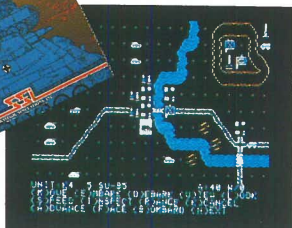
IBM DISPLAY



AWARD
WINNER

IBM,
AMIGA.
By Gary Grigsby.

"Computer Gaming World"
Hall of Fame Award, 1988.
All weapons used on the Russian
Front (1941-45) are rated in
this tactical game.



APPLE II DISPLAY



AWARD
WINNER

APPLE II,
C-64/128.
By Gary Grigsby.

"Computer Gaming World" 1988
Strategy Game of the Year.
Also 1987 Charles Roberts
Award, Best 20th Century
Computer Wargame.



APPLE II DISPLAY



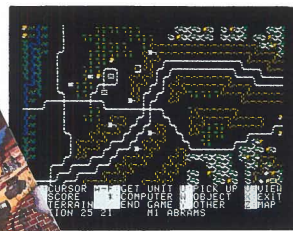
APPLE II,
C-64/128.
By Gary Grigsby.

This sequel to our best-selling PANZER
STRIKE!™ game features powerful
construction-set flexibility and the
addition of American and Japanese
forces.



APPLE II DISPLAY

APPLE II, C-64/128.
By Gary Grigsby.



APPLE II DISPLAY

This tactical game of modern
land warfare includes nearly
every weapon in the modern
arsenal — and some that are
still in development!

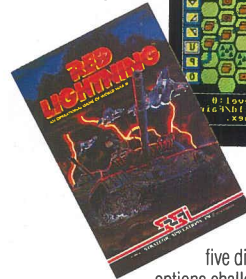
C-64/128,
IBM,
(Winter '89/'90).
By Dan Cermak.



C-64/128 DISPLAY

A fast, exciting game, STORM
ACROSS EUROPE™ allows
you to simulate World War II
on a grand strategic scale —
in as little as one evening!

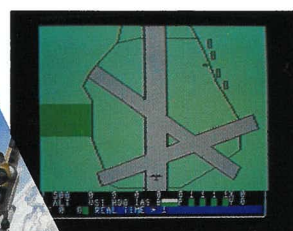
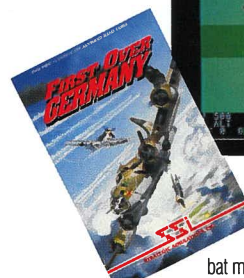
IBM, ST,
AMIGA.
By Norman C.
Koger, Jr.



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five difficulty levels and multiple
options challenge the avid wargamer!

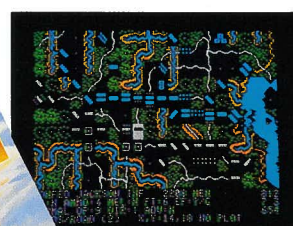
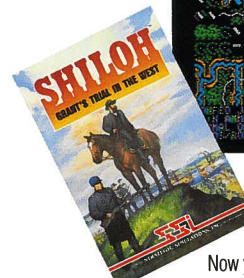
C-64/128, IBM.
By John Gray.



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Lead the first daylight B-17
bombing raids over Nazi
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How many of the daring com-
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IBM.
By David Landrey &
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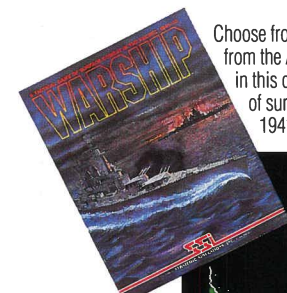
The Battle of Shiloh was
Grant's first real trial by fire.
It was a see-saw affair that
could have gone either way.
Now you determine the outcome.

C-64/128, IBM.
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Computer Game.

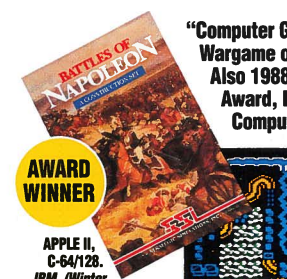


AWARD
WINNER

APPLE II,
C-64/128,
IBM, AMIGA.
By David Landrey &
Chuck Kroegel.



APPLE II DISPLAY



AWARD
WINNER

APPLE II,
C-64/128.
IBM, (Winter '89/'90).
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APPLE II DISPLAY

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Wargame of the Year.
Also 1988 Charles Roberts
Award, Best Pre-20th Century
Computer Game.

COMING IN 1990

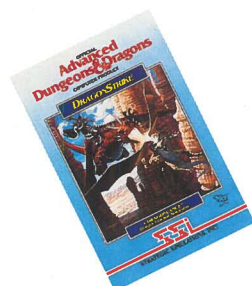
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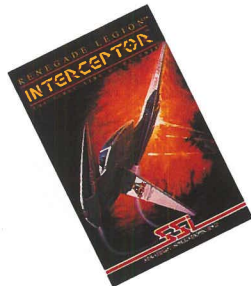
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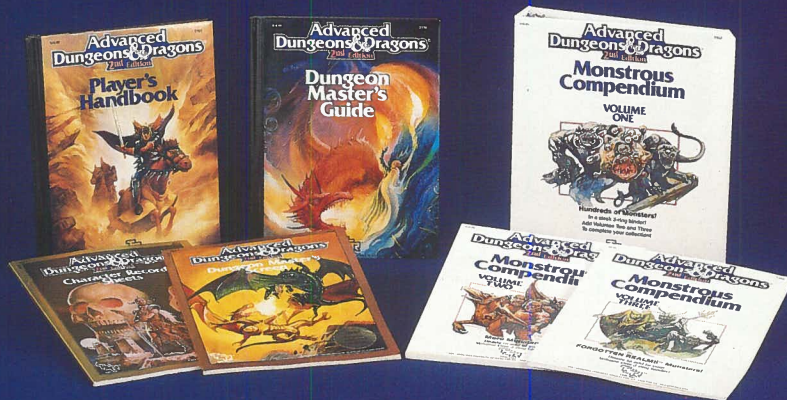


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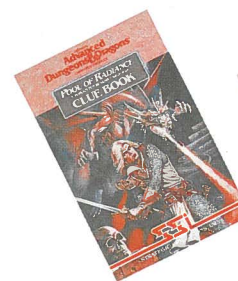
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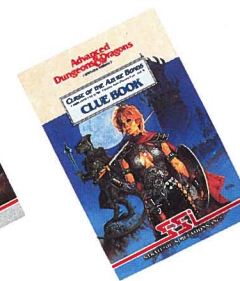
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*HILLSFAR	512K	NA	NA	NA	\$49.95
POOL OF RADIANCE	512K	NA	NA	NA	\$49.95

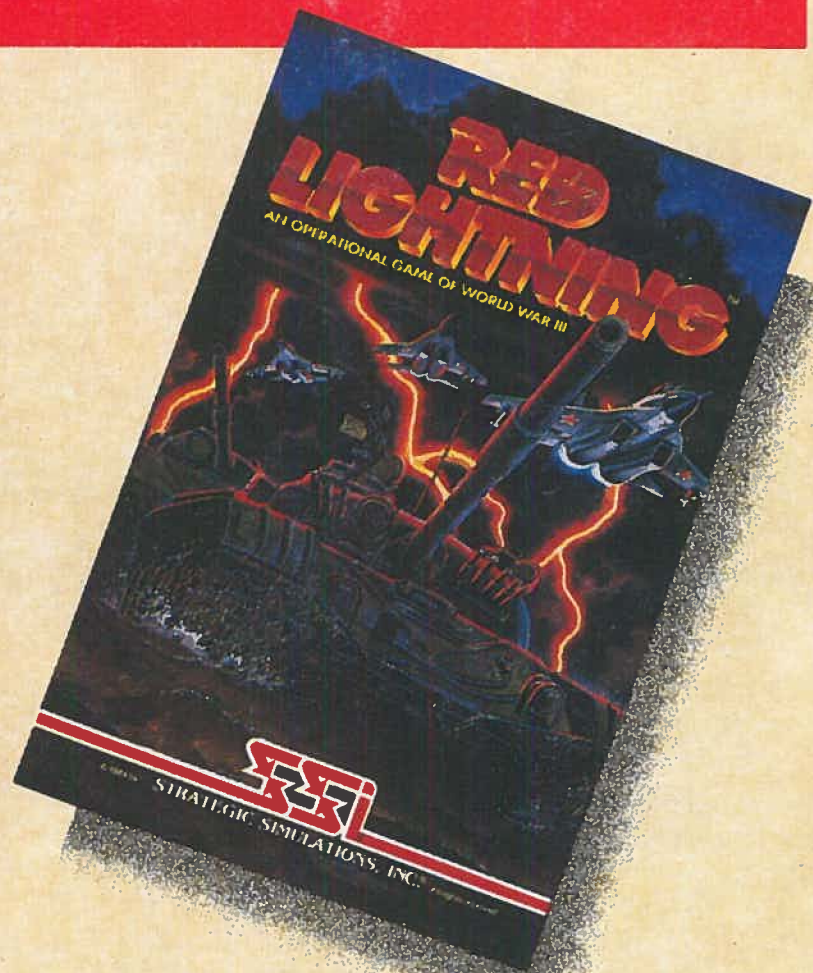
* Does not support Kickstart 1.3 unless you have 1Mb of RAM.

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